

RANCH HORSE

SECTION I- RANCH HORSE GENERAL RULES

Judging Criteria:

1. Horse and rider should demonstrate a willing, smooth, disciplined working relationship as they work a pattern or navigate obstacles.
2. In all gaits (SEE GAIT IN GLOSSARY), the horse should display a level, or slightly above level topline with a bright, attentive expression.

Class Description:

This is a practical opportunity to demonstrate mounted skills common to ranch work. Ranch strives to teach and preserve age-old techniques. The ranch horse should simulate a horse needing to cover long distances, softly and quietly, all day long, like that of a working ranch horse.

SECTION II- RANCH HORSE GENERAL TACK

1. Tack should be clean, (SEE WESTERN GENERAL TACK), in good repair, common to daily use on a working ranch. Stock saddles with horn are required.
 - a. It is suggested, but not required, that competitors wear a breast collar and rear cinch.
 - b. Silver on tack is highly discouraged
 - c. Whips or crops are not permitted
 - d. Splint or skid boots, Bell boots, Ropes or riatas are optional
 - e. Tiedowns or Martingales are not permitted

SECTION III- RANCH HORSE GENERAL ATTIRE

1. Long sleeve button down or snap Western shirt
 - a. Bling/Rhinestones, etc. on clothing is highly discouraged
2. Western working pants (i.e. jeans) with belt
 - a. Chaps or chinks are optional
3. Approved Safety helmet
4. Spurs are optional

SECTION IV- RANCH HORSE CLASSES

RANCH TRAIL

Class Description: Demonstrate the exhibitor's ability to perform over and through typical ranch work obstacles. The course will show the horse's manner, maneuverability, attitude and response to the rider at the walk, or jog and lope according to the judge's directions or the posted trail course.

Class Routine:

1. Courses will be posted at least one hour before the class.
2. NO mounted or other 'practice' of the course is allowed.
 - a. Exhibitors may be allowed to walk the course on foot at the discretion of show management
3. Minimum of 6 obstacles will be used; Maximum of 9 obstacles will be used
 - a. No more than 3 elements from Obstacle List numbers **Q** - **U** which must include a mounting/dismounting element AND a rope handling element will be included.
4. Exhibitors of ALL levels will be asked to dismount

Judging Requirements:

1. Obstacles may be chosen from this list: *indicates obstacles that may require more time*
 - a. Open/close gate
 - b. Open/close mailbox
 - c. Lead horse at trot
 - d. Carry flag
 - e. Side passing/turn on haunches/turn on forehand
 - f. Back thru obstacles such as logs or barrels
 - g. Ride bareback at walk
 - h. Unsaddle (NOTE TO SHOW MANAGEMENT: must provide proper rack)
 - i. Shoot balloons with water pistol while mounted
 - j. Go over tarp
 - k. Rain slicker (put on/take off)
 - l. Walk over pile of sticks/logs as may be encountered outside an arena
 - m. Up and over a hill OR up and down a ditch
 - n. Go through hanging curtain
 - o. * Walk/trot/lope over ground/elevated poles/logs no higher than 12 inches (pattern can NOT require jumping)
 - p. * Wooden bridge – teeter totter or standing – minimum width 36 inches.
 - i. Teeter pole maximum height 4 inches
 - q. * Water hazard like a ditch or shallow pond (no slick bottom surfaces)
 - r. * Throw rope at a dummy steer (should throw rope & re-coil properly; catch not required)
 - s. * Ground tying – which may include checking 1-4 hooves while ground tied
 - t. * Drag a tire (Tire must be larger than 18 in. diameter, but no more than 30 in. diameter)
 - i. A log of enough size as to simulate dragging weighted object may be substituted
 - u. * Mount horse from bale of straw (or other solid platform) on either side
2. Three refusals allowed for any obstacle. Score will reflect “0” for that obstacle on 3rd refusal.
 - a. This will result in being “off pattern” and the exhibitor may not place above others who have completed the pattern correctly and completely.
3. Judges may ask an exhibitor to pass on an obstacle at any time for safety concerns.
 - a. At the discretion of the judge, contestant may be asked to move to next element for time considerations (minimum of 60 seconds allowed for each obstacle).
4. Penalties will be applied with each hit, bite, or stepping on a log, cone, plant or any component of the obstacle; skipping over or failing to step into required space; horse shying away on dismount or ground tie except shifting to balance; spurring in front of cinch; use of either hand to instill fear; use of two hands per maneuver.
5. This is a timed event. Maximum Time will be posted with the pattern. Penalty will be applied to those going over the maximum time allowed.

RANCH HORSE RIDING

Class Description:

The Ranch horse should reflect the versatility, attitude, and movement of a working horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations.

Judging Requirements:

1. The overall cadence and performance of the gaits should be as those described in GAITS, with an emphasis on forward movement that is free-flowing & ground covering.
2. Transitions should be performed where designated, with smoothness and responsiveness.

- a. Flying lead changes, correctly executed, shall count over simple changes.

*see score sheet for scoring criteria

- 3. In the Extended Trot, sitting, posting or standing and holding the saddle horn will be acceptable riding technique (under consideration 5-22-19)*
4. Penalties will be assessed for: Too slow per gait; Over-bridled; Break of gait; Wrong lead; Draped reins; Broken pattern.